

The intent of the Midlothian Village District standards is:

 To encourage development to create, maintain, and reinforce pedestrian oriented environments. This

accomplished, in part, with human scale building forms, reducing building setbacks and installing street trees to create an "enclosed" streetscape, providing pedestrian walkways and pedestrian scale decorative lighting.

- To encourage appropriate renovations to existing structures and compatible new construction by promoting the use of building forms which define the architectural character of the village district.
- To improve capability of existing and proposed commercial uses with adjacent residential uses.



Sycamore Square shops frame view of church across Route 60.



This Victorian building houses speciallty shops and medical offices.



Village Area ●●●●

The historic Village Area requires careful development using special design standards to maintain its potential for long-term preservation of a pedestrian scale environment containing compatible retail, office, public

**Proposed Historic District** 

This area has a high concentration of historically significant buildings which should be preserved.

Village Fringe Area

This area is appropriate for mixed use development compatible with surrounding neighborhoods and including primarily office, multi-unit housing, community facilities and personal services.

Village Core (Shopping District)

A concentration of retail/service activities is appropriate in this area including neighborhood shopping centers, office/service establishments and public facilities.

The Midlothian Village District Area consists of the Midlothian Village Core and the Midlothian Village Fringe. Although these areas have some common development requirements, there are also specific standards which are unique to each. Please

reference the area map for the general location of each area. Sections 19-606 (a-b) list the specific parcels that include the boundaries of these areas within the Midlothian Village District.